



GeForce FX/MX Series

VGA Card

User's Guide



Declaration of Conformity

According to 47 CFR, Parts 2 and 15 of the FCC Rules

The following designated product:

EQUIPMENT: VGA Card

is a Class B digital device that complies with 47 CFR Parts 2 and 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1. This device may not cause harmful interference.**
- 2. This device must accept any interference received, including interference that may cause undesired operation.**

Disclaimer

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FCC Compliance Statement

This equipment has been tested and found to comply with limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in residential installations. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television equipment reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Move the equipment away from the receiver.
- Plug the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for additional suggestions.

Only equipment certified to comply with Class B should be attached to this equipment, and must have shielded interface cables. You are cautioned that any change or modifications to the equipment not expressly approved by the party responsible for compliance could void your authority to operate such equipment. This device complies with Part 15 of the FCC rule. Operation is subjected to the following two conditions:

- 1) This device may not cause harmful interference.
- 2) This device must accept any interference received, including interference that may cause undesired operation.

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Chapter 1 Introduction

Product Specifications

Interface

- AGP 2x/4x/8x and AGP texturing support

Chipset

- NVIDIA GeForce FX / MX Series GPU

Memory Interface

- Supports 64 /128/256 MB DDR SDRAM

Features (For MX Series)

- 64 / 128-bit memory interface
- 256-bit graphics architecture
- 350 MHz internal RAMDAC (Integrated dual DACs)
- NVIDIA nView Multi-Display Technology
- Cube environment mapping
- NVIDIA Shading Rasterizer technology
- Integrated hardware T & L
- MX Memory Crossbar (dual memory controllers)
- 32-bit color with 32-bit Z-stencil
- Multibuffering (double, triple, quad) for smooth animation and video playback
- Lightspeed Memory Architecture™ II technology
- Video Processing Engine (VPE)
- Unified Driver Architecture (UDA)
- Accuvision™ Antialiasing Engine
- NVIDIA Digital Vibrance Control technology

Features (For FX Series)

- 350 / 400 MHz internal RAMDAC
- 4 pixels per clock rendering engine
- 16 texels per pixel with 8 textures applied per clock
- CineFX Shading Architecture
- 128-bit studio-precision color
- High-performance, high-precision 3D rendering engine
- High-performance 2D rendering engine
- Advanced Display Pipeline with full nView Capabilities
- Digital Vibrance Control (DVC) 3.0
- NVIDIA nView multi-display technology
- Unified Driver Architecture (UDA)

High quality video playback

- Dual, 350 / 400 MHz internal RAMDACs for display resolutions up to 2048*1536* 32 bpp @75/85Hz
- Integrated NTSC/PAL TV encoder support resolutions up to 1024*768 without the need for panning with built-in Macrovision copy protection
- DVD and HDTV-ready MPEG-2 decoding up to 1920*1080i resolutions
- Support for dual-link DVI for compatibility with next generation flat panel displays with resolutions greater than 1600*1200 without the need for

reduced blanking

- Single-Link external TMDS (DVI 1.0), max resolution over digital port: 1600*1200*60Hz (VESA STD) (**MX series only**)

Full Software Support

- Microsoft DirectX optimizations and support
- Full OpenGL 1.3/1.4 and lower support
- Complete support DirectX 8.x/9.0 and lower
- WHQL-certified Windows 9x / ME / 2000 / XP

Other Features

- TV-out
- VIVO (Optional)
- DVI-I (Optional)

Package Contents

1. GeForce FX/MX series VGA card
2. User's Guide
3. Driver Pack
 - Windows 9x/ME/2000/XP drivers
 - Adobe Photoshop Album 1.0 (Optional)
 - WinCinema (Optional)
 - WinProducer 3.0 (Optional)
4. S-Video cable (Optional)

System Requirements

- Intel Pentium® II or newer compatible CPU (Intel Pentium® III or AMD Athlon® or newer CPU's recommended)
- Support AGP 1X / 2X / 4X / 8X universal slot. (**FX series only**)
- VGA/Super VGA monitor, supporting minimum 640x480 resolution.
- 64MB RAM or higher.
- 15MB HDD space.
- CD-ROM or DVD-ROM Driver.
- DirectX 8.x/ 9.0 or lower.
- Windows 9x / ME / 2000 / XP operation system

Chapter 2 Hardware Setup

Installing the Hardware

1. **Turn off** the computer's **power** and make sure the system is properly grounded (leave the power cord connected). Then disconnect the monitor signal cable.
2. Remove the computer chassis cover. Be sure to discharge your body's static electricity by touching the metal area of the computer each time before touching both the old and new VGA cards.
3. Remove the old card, if it exists.
4. Grasp the edge or bracket of the card, align your card with an empty AGP expansion slot and slide it into place.
5. Replace the screw to fasten the card onto the chassis, and replace the computer chassis cover.
6. Plug the monitor cable into your card, and then turn on the computer and the monitor.

硬體的安裝

1. 關掉電腦的電源，並且確定拔掉電源線，然後拔除螢幕的訊號線。
2. 移開電腦的外殼蓋。在每次安裝新的和舊的顯示卡前，請觸摸電腦的金屬部位，以確保排出身體中之多餘靜電。
3. 假如你有舊的顯示卡請先移除。
4. 握緊你的顯示卡，小心地將顯示卡插入空的 AGP 插槽中。
5. 用螺絲將顯示卡固定於機殼中，並且將電腦的外殼蓋放回原處，並用螺絲栓緊。
6. 連接螢幕的排線於顯示卡上，並且打開電腦和螢幕的電源開關。

Installation du matériel

1. **Eteignez** votre ordinateur et **déconnecté** votre écran.
2. Enlevez le couvercle ou les panneaux de côté de votre ordinateur (consultez le manuel d'instructions de votre ordinateur pour les instructions de montage et de démontage).
3. Enlevez la carte graphique AGP présente -o u – enlevez la languette de métal qui recouvre l'emplacement du connecteur AGP.
4. Alignez le côté de votre carte où se trouvent les connecteurs avec l'emplacement du connecteur AGP et appuyez fermement jusqu'à ce qu'elle soit complètement mise ne place (ne SURTOUT PAS forcer la carte dans son emplacement – appliquez une poussée uniforme de chaque côté de la carte).

5. Visez la carte au châssis, et remonté le couvercle du boîtier.
6. Branchez le cordon VGA à la carte graphique et reconnectez votre moniteur ainsi que le reste des câbles.

하드웨어 설치

1. 먼저 컴퓨터의 전원을 차단하고 전원이 완전히 차단되었는지 확인한 후에 모니터 시그널 케이블을 분리해 주십시오.
2. 컴퓨터 케이스의 덮개를 열고 VGA 카드를 장착하기에 앞서 컴퓨터를 전자기로부터 보호하기 위해 전자기로부터 안전한 복장 및 도구를 착용하거나 이용해 주십시오.
3. 만약 구형카드가 시스템에 장착되어 있다면 먼저 구형카드를 시스템에서 분리해 주십시오.
4. 케이스 뒷면 브라켓 장착 부분과 AGP 확장 슬롯에 수직이 되도록 하여 카드를 조심스럽게 AGP 확장 슬롯에 장착해 주십시오.
5. VGA 카드를 장착한 후 컴퓨터 케이스 덮개를 씌워 주십시오.
6. VGA 카드에 모니터 케이블을 연결한 후 컴퓨터 본체와 모니터의 전원을 켜주십시오.

Installation der Hardware

1. **Schalten Sie den Computer aus**, und stellen Sie sicher, dass das Gerät richtig **geerdet** ist (**lassen Sie das Netzkabel sowohl am PC als auch an der Netzsteckdose angeschlossen**). Trennen Sie jetzt das Signalkabel des Monitors vom VGA-Anschluß.
2. Entfernen Sie die Abdeckung des PC-Gehäuses. Stellen Sie sicher, dass Sie sich jedes mal durch Berührung des Metallgehäuses von statischer Elektrizität befreien, bevor Sie die alte oder neue VGA-Karte anfassen!
3. Remove the old card, if it exists.
4. Grasp the edge or bracket of the card, align your card with an empty AGP expansion slot and slide it into place.
5. Replace the screw to fasten the card onto the chassis, and replace the computer chassis cover.
6. Plug the monitor cable into your card, and then turn on the computer and the monitor.

Chapter 3 Driver Setup

Display Drivers Setup

For Driver setup in Win98se/ME/2000/XP mode, please follow the steps below.

1. Insert VGA Driver Package CD into CD-ROM driver.
2. Please click on [**Display Drivers**] to begin driver installations.
3. Please click [**Yes**] to continue.
4. Please select [**Yes**] to restart computer now or [**No**] for restart later, then click [**Finish**] to complete the installation.

Display properties

Select from [**Start**] -> [**Settings**] -> [**Control Panel**] -> [**Display Properties**]. Click [**Advanced**] to enter the advanced setup for your display card.

a) nView Display Setup:

Select from [**Start**] -> [**Settings**] -> [**Control Panel**] -> [**Display Properties**] to open the submenu. Click on **nView Display Mode** to setup the various nView options.

Note: When your monitor display became unclear after it had been plugged into the DVI port of VGA card. Please follow the steps below to resolve:

1. Please select **Display** to [**Digital Display**].
2. Please click [**Device Setting >>**], and then select [**Screen Adjustment**].
3. Please select [**Use Display Adapter Scaling**].

b) Performance and Quality Settings:

This option allows users to adjust **Direct 3D Settings**, **Refresh Rate Override**, and **OpenGL Settings**.

c) Overlay Controls:

Use these controls to adjust the **Brightness**, **Contrast**, **Hue** and **Saturation** to achieve optimal image quality during video or DVD movie playback.

d) Desktop Utilities:

Users can enable/disable **Display Media Center icon**, **Enable NVIDIA Desktop Manager** and **Desktop Manager Configuration** on the desktop.

e) NVRotate:

The NVRotate feature lets you view your Windows desktop in **Landscape** or **Portrait** mode. You can rotate desktop by 90, 180 and 270 degrees.

Appendix

WinCinema (Optional)

Installations of **WinDVD**, **WinDVD Creator Setup** and **WinRip 2.1 Setup** are included.

1. Click [**WinCinema**] to begin WinCinema installations.
2. Please click [**I have**] and enter personal information on boxes below.
3. Choose [**Select All**] to select all the products. Click [**Next >**] to proceed.

DirectX 9.0 (FX Series Only)

1. If the system has an older version of DirectX, please click [**DIRECTX 9.0**] to upgrade to the latest version.
2. After reading the license agreement, please click [**Next >**].
3. Please click [**Next >**] to continue.
4. Please click [**Finish**] to complete the setup process.

Video in Drivers (Optional)

1. Click on [**Video In Drivers**] to begin the installations.
2. Please click [**Next >**] to begin the setup process.
3. Please select [**Yes**] for restarting computer now or [**No**] for restart later, then click on [**Finish**] to complete installation.

3Deep E-color (Optional)

1. Please click [**Next >**] to continue.
2. After reading the license agreement, please click [**Yes**] to continue.
3. Please click [**Next >**] to continue.
4. Please click [**OK**] to allow the 3Deep E-color to tune up your display.
5. Choose your screen between **CRT** and **FLAT PANEL** and then press [**Next >**] to continue.

WinProducer3 (Optional)

1. Please click [**Next >**] to continue installing WinProducer3.
2. Please click [**Yes**] to continue installing WinProducer3.
3. Enter personal information on spaces below to register the product.
4. Please select a folder where the program will be installed and click [**Next >**].
5. Please select one folder from existing list of folders and click [**Next >**].
6. Please click [**Next>**] to continue installing WinProducer 3.
7. Please click [**Finish**] to complete the WinProducer 3 installation program.

NOTE

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